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Srinivasan et al.

(54) SEAMLESS SWITCHING BETWEEN AN AUTHORING VIEW AND A CONSUMPTION VIEW OF A THREE-DIMENSIONAL SCENE

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(57) ABSTRACT

A platform configured to operate in different modes so that users can seamlessly switch between an authoring view and a consumption view while creating a three-dimensional scene is described herein. A first mode includes an authoring mode in which an authoring user can add and/or edit content displayed in a three-dimensional scene via a computing device. The second mode includes a consumption mode in which the authoring user can preview and/or share the content displayed in the three-dimensional scene via a head-mounted display device that is in some way connected to and/or in communication with the computing device. Consequently, the same platform (e.g., application) enables the authoring user to toggle between the two different modes while creating a three-dimensional scene that is part of an experience.

19 Claims, 7 Drawing Sheets

